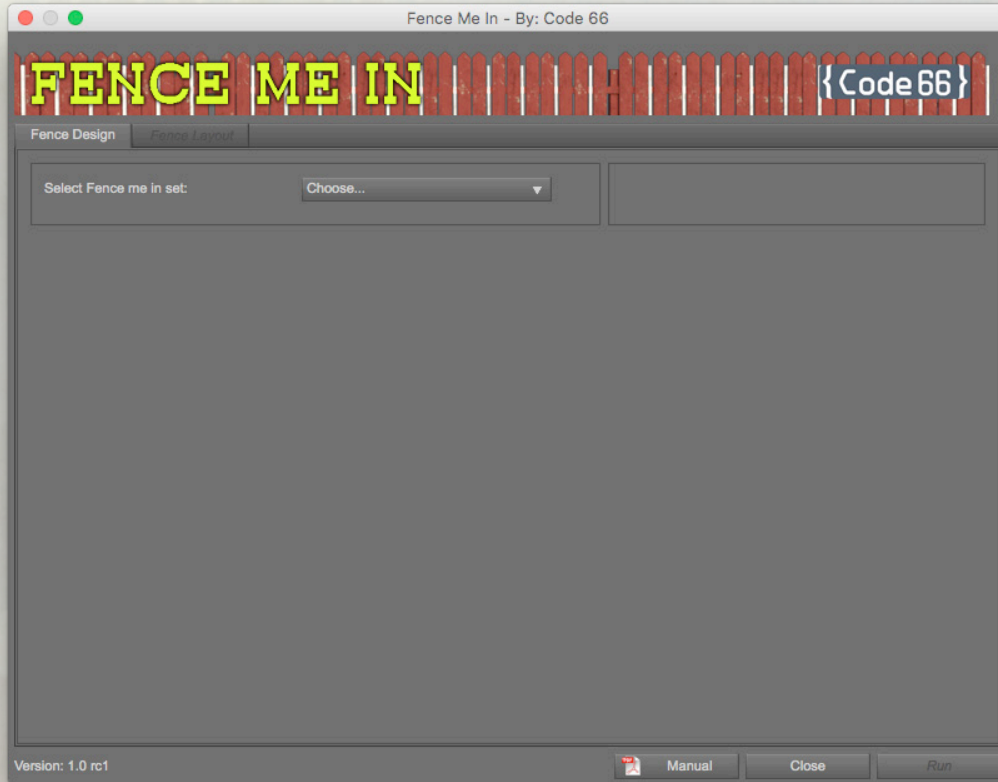# Fence me In - Tutorial and User Guide

Thank you for purchasing Fence Me In, now it's time to learn how to use this script to create different great looking fences for your renders or your games.


This is the start up screen for **Fence Me In**. We will talk about **FMID Builder** later on, but that script is only for those who has modelled their own fence prop parts and want to be able to create fences with them using Fence Me In.

First, you choose which Fence Me In set to use for the fence you want to build. There are four built in fence sets, those are:
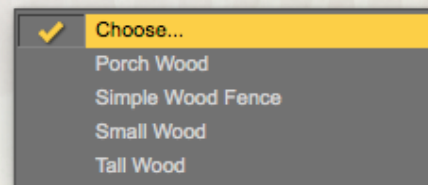

If the demand is high, there will be more fences coming as an add on, either from Code 66 or from some other PAs, but only time will tell.

In this first tutorial we will use the **Simple Wood Fence** set, which is a good set for classic fences for either animals or small lawns, it comes with five different colours, and a new and old version of each texture. You see the popup menu saying Select material type which is set to Iray by default. If you want to build your fence for 3Delight, just change the material type here.
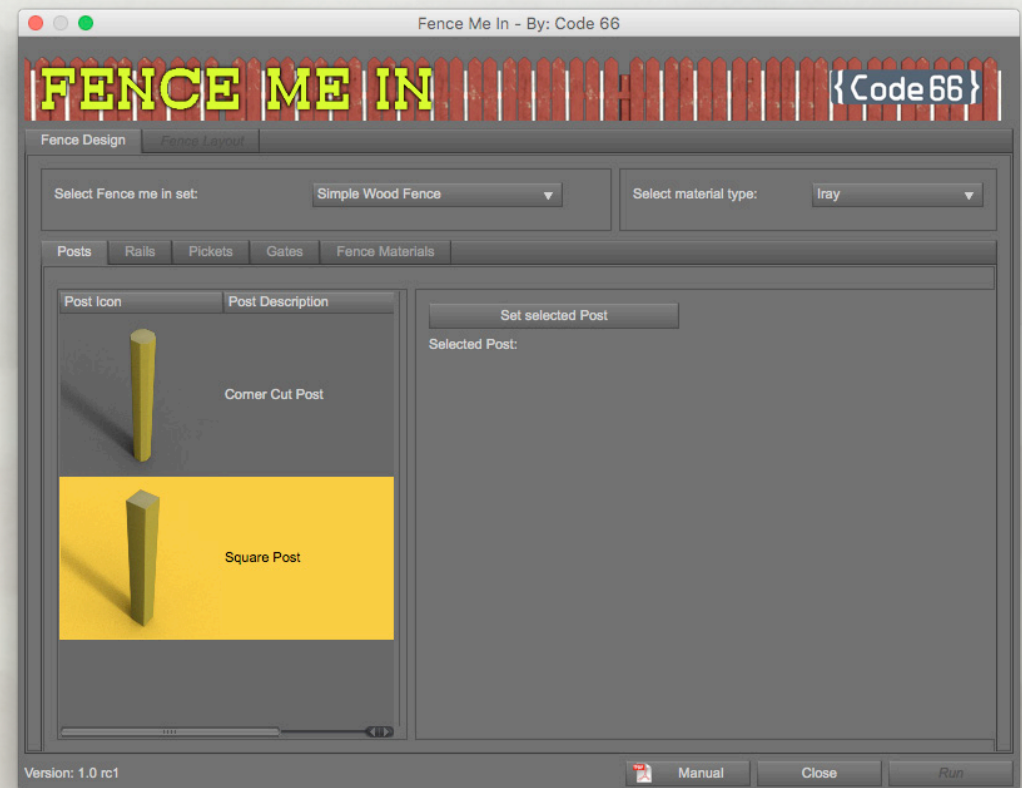

Now, the fence builder screen is activated. The tabs in the inner tab control is set in the order in which you should select the different elements. Some elements will require that you have selected something else before you can select them. The first step is to select the post, in this case se will select the square post. When you have selected the post in the list, click the Set-button to the right, this is a common procedure all across the script.

The next step is to select rails, under the Rails tab. Some sets have multiple rails set, but only one can be used in a fence at a time.
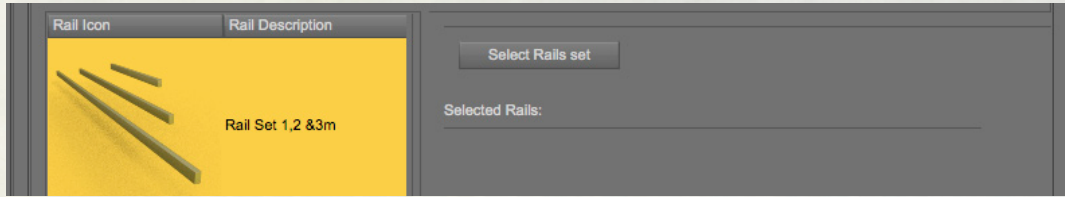
When you select the rail set, a series of new controls for adjusting the rails are shown.
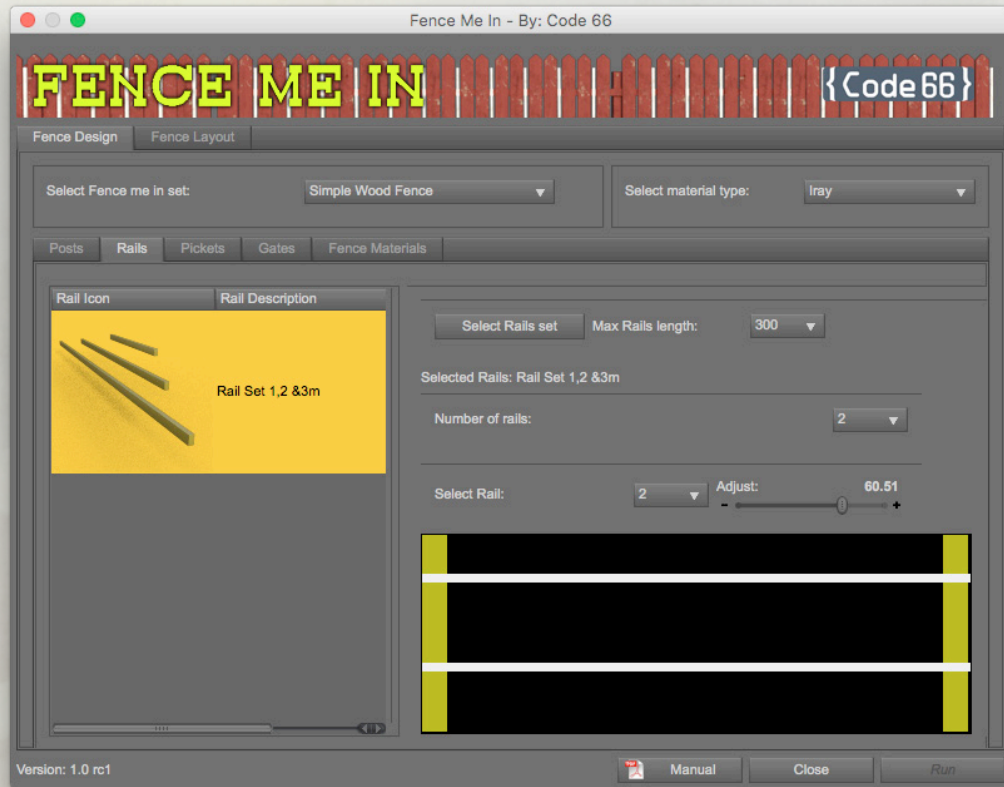

First, you can select the longest rail to use, this will set the maximum distance between the posts. Then you can set the number of rails you want to have, and you can adjust the rails up and down along the Posts. If you change the number of rails, the positions will be reset as the start positions are calculated from the number of rails and the height of the posts selected. For the type of fence we are building, two rails will look perfect. Next up are pickets, click on the Picket tab to go to the picket selector.
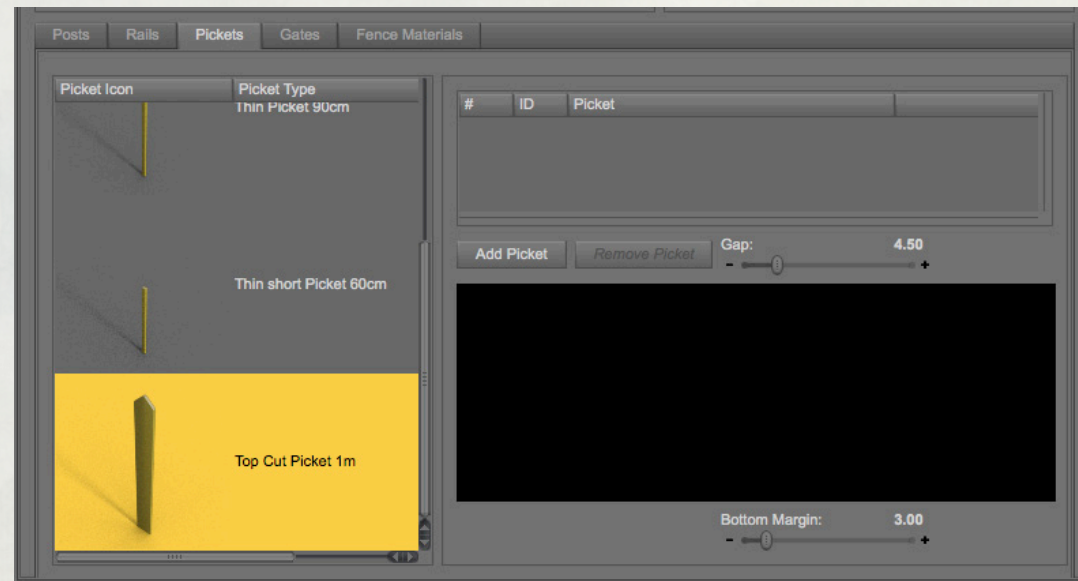
In this tab, you select the Pickets you want to use. You add Pickets to the active pickets list by selecting it in the list to the left and then click the **Add Picket** button. The script tries to create a length defined by the shortest rail of pickets, and will repeat the pickets in the preview. Each picket type will get it's own colour, but all pickets are represented by a filled box. The width and height of the box is proportional to the real scale.


As you can see in the picture here, we have added on Top cut picket and one thin picket. We have adjusted the gap to 2.32 DS units (cm) and that will give us 6 repetitions per 100 DS units of rail.
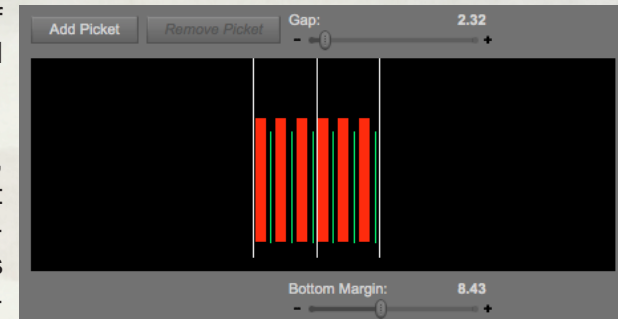
We also adjusted the bottom margin to 8.43 DS units (cm), to give the fence a little air between the fence and the ground below. It's good to keep in mind that the Posts all have a 20 DS units extra below ground, to handle cases of uneven ground. The display here shows from ground and up though.

For this first example we will not add a gate, but go directly to the **Fence Materials** tab. You will notice when you start to make fences that the tabs will only be visible and available if the selected fence set has that type of prop option available. If the

set wouldn't have a gate option, that tab would not be there.

In the **Fence Materials** tab, all available material options for the selected material type are shown. You just select a material in the list and click the **Set Selected**
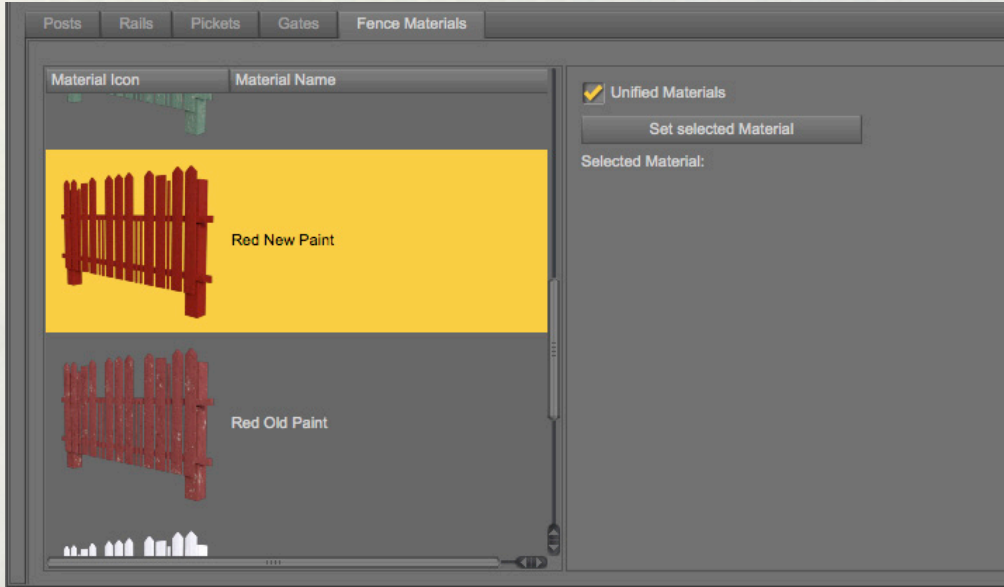

Material-button. This will use that material for all parts of the fence.

Imagine to be able to select different materials for different parts, just un-check the
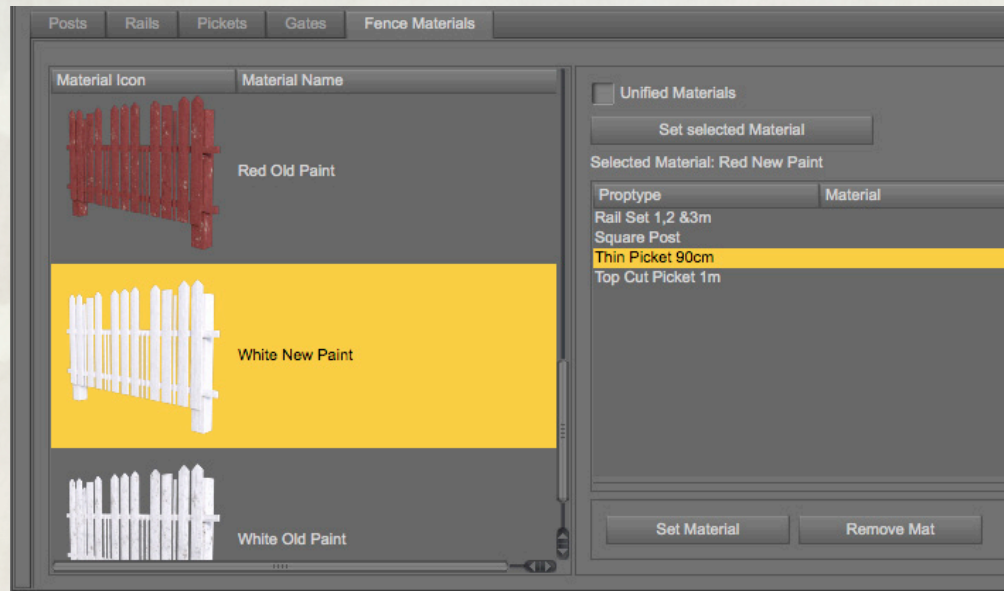

Unified Materials-checkbox.

Now select a material from the list, and a prop type in the prop type list, and click the **Set Material**-button to set that material on that prop type. To remove it, select

the prop type and click the **Remove Mat**-button.

It's now time to layout the fence. When you can set all needed information, the
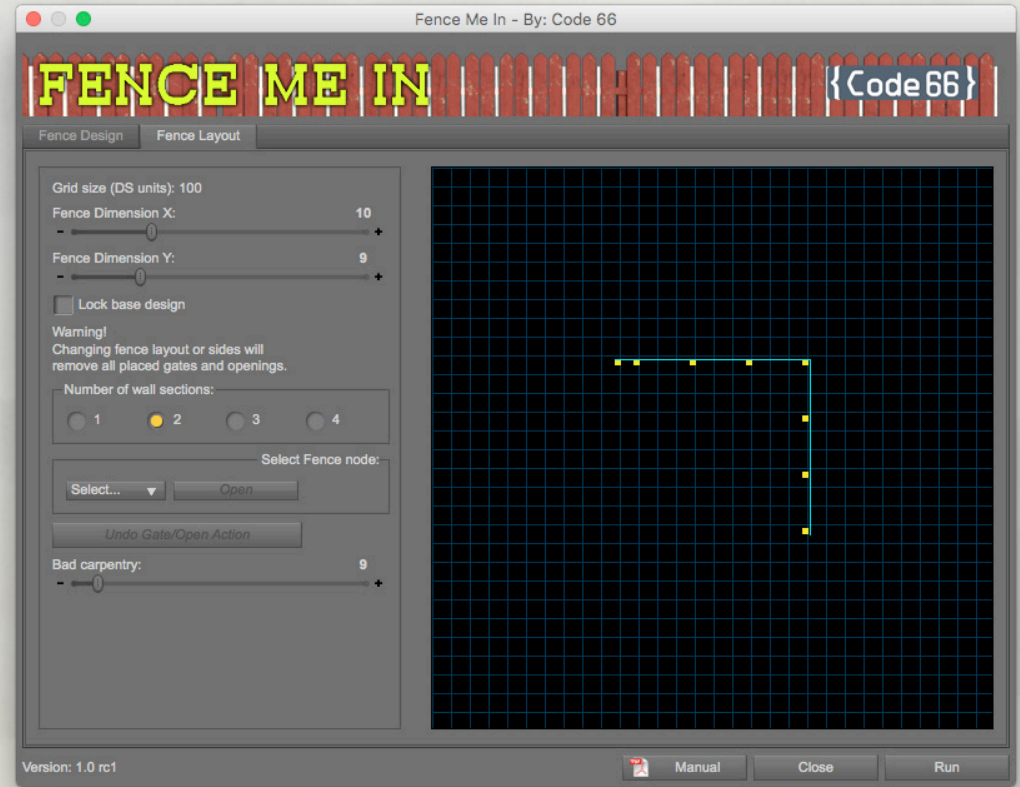
Fence Layout tab is activated.

You set the size of the fence with the Fence Dimension sliders, and select how many sides with the Number of wall section radio buttons. For this we set it to two

A great first try!
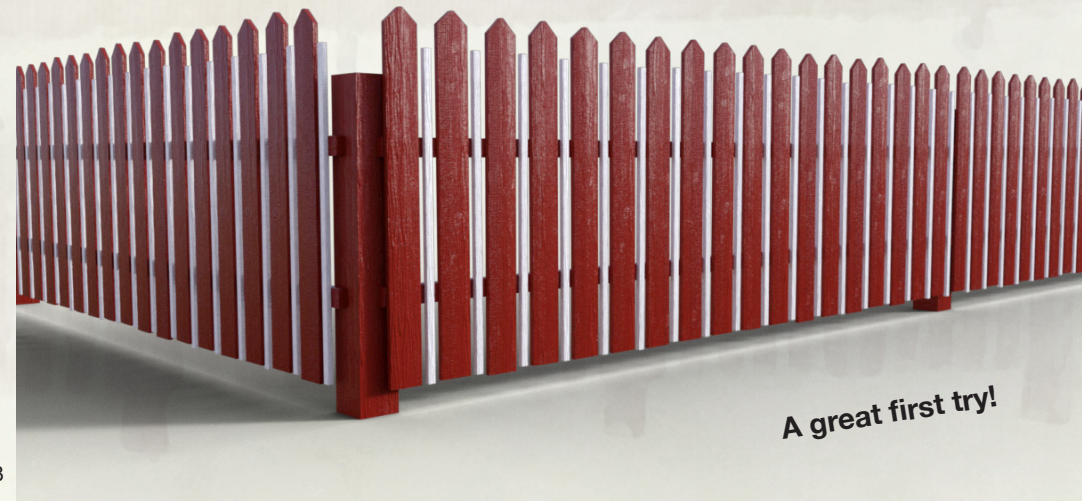
sections, and 10 x 9 size. Now we hit the Run button, and wait a short while.
So you passed the first test, are you still with me or did I lose you somewhere between the Rails and the Pickets? Oh good, you're still here. Let us continue with something else, a classic porch fence, with top rails and post heads and gate, let's
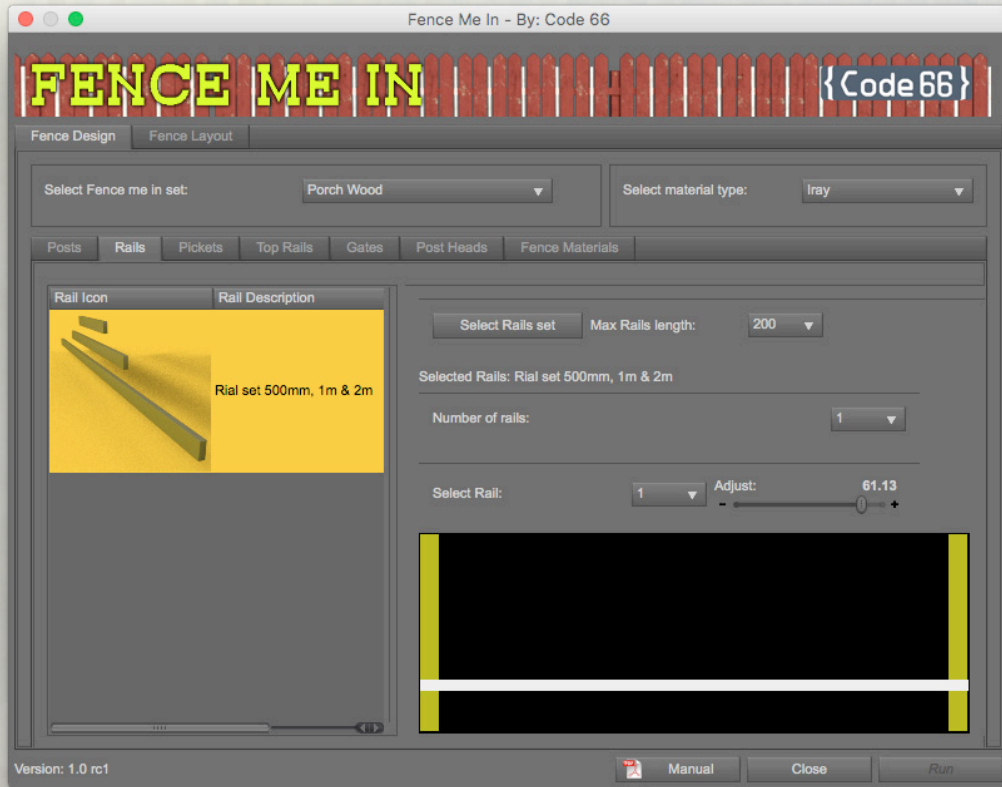

go all in this time.
We select the **Porch Wood** set, and a post, and then we jump directly into rails. For a porch style fence, we will only have one rail, as the top of the pickets will go
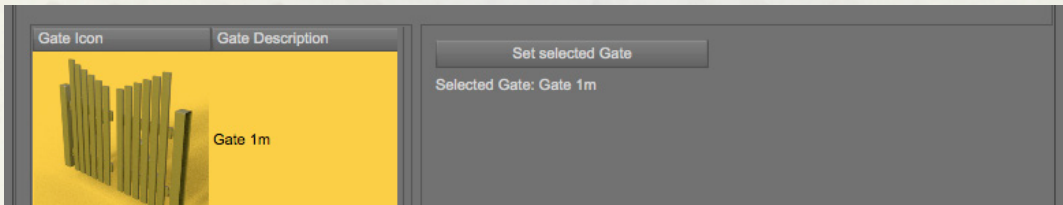

under the top rail, and we move it down, a bit from the bottom.
Next we select a gate, the same procedure as for everything except pickets here too. We continue with post head and top rails, same procedure here too. Top rails will use the rail placement and lengths information, but sit "on top".

Now it's time to set materials for the porch fence. This is the setup I selected.
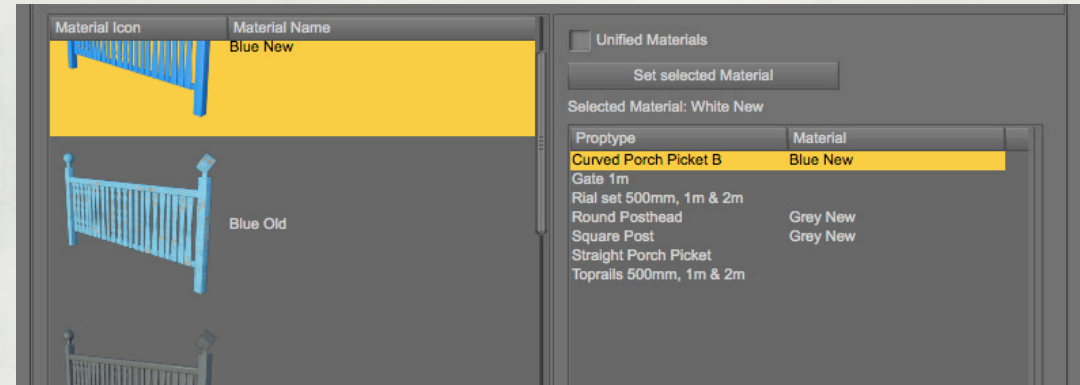
A white new fence with blue curvy pickets and grey posts and post heads, now time to do the layout. We select a three side design with more width than depths.
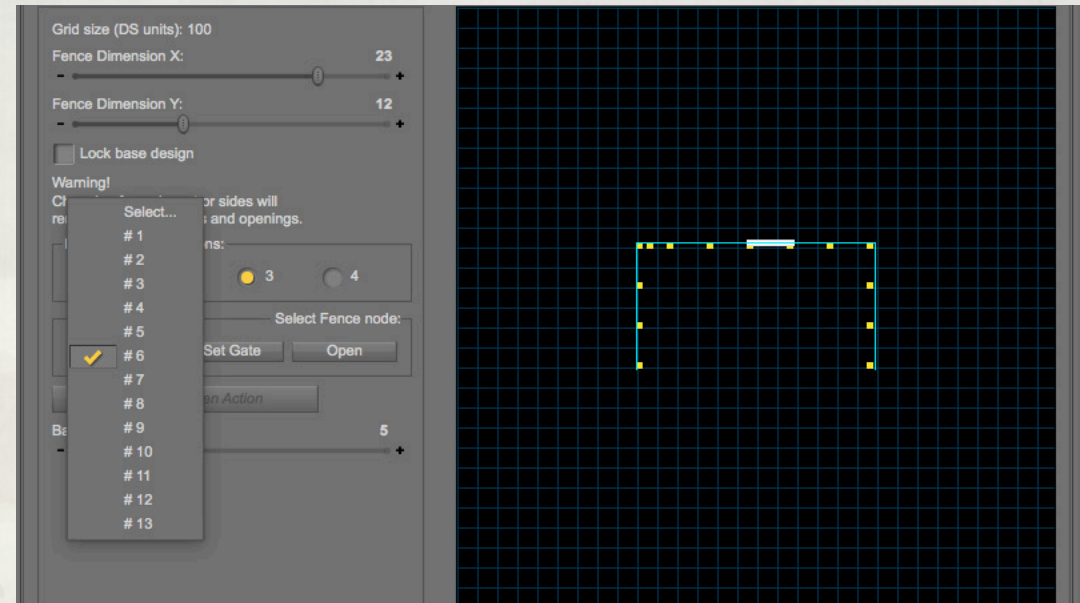
To place the gate, you use the popup menu Select Fence Node, and then choose one of the nodes. The chosen node will be highlighted in the grid layout. You can now click the **Set Gate**-button to set a gate or the **Open**-button, to just make an opening in the fence. There is are you see an undo button here, so you can undo gate and open placements. When adding a gate, any needed extra posts are automatically added and the gate is drawn as an orange line. You can add as many openings and gates as you wish, but only the same kind of gates.
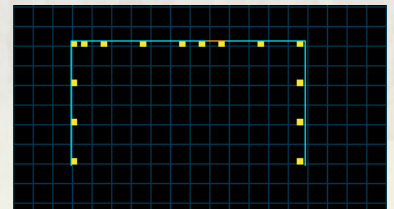
Let us see what this will look like when we hit the **Run**-button and then render it.


I could live with this porch
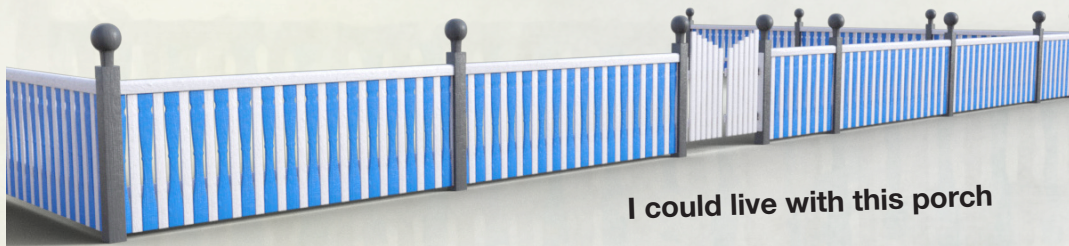
I think we have made some great progress already. Now go get something to drink, following tutorials can be very exhausting for your brain.

So, welcome back, now we will make a fence that would be usable for a horse pen, with a typical wide (3 meter wide) gate, wide enough to drive a tractor or a horse cart through.

We start by choosing the **Simple Wood Fence** set again, as this is, as I said before, a very versatile set, and we begin by choosing posts, this time we take the Corner Cut post. We select the Rails and set it to three rails, and spread them out a little, like this.
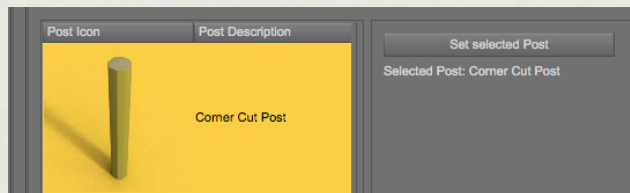
You could of course have more rails, but driving around the country side, you will see that many fences looks like this, but then they cheat and put an electric fence on the inside to prevent to animals from actually make use of their muscular bodies to break the fence, or simply jump over it.
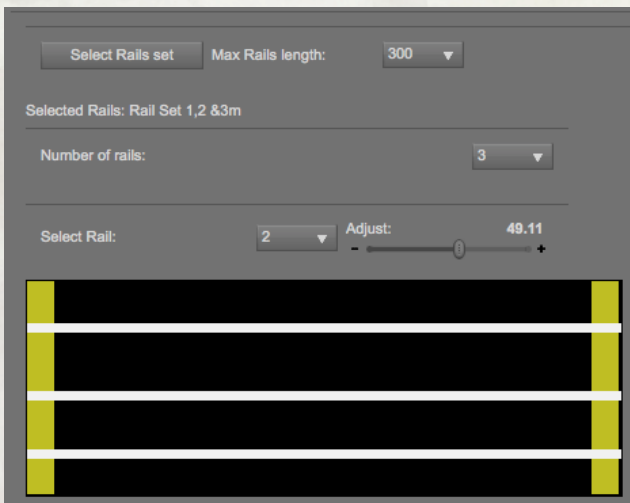
As we do not want any pickets for this fence, we simply do not select any, simple as that.
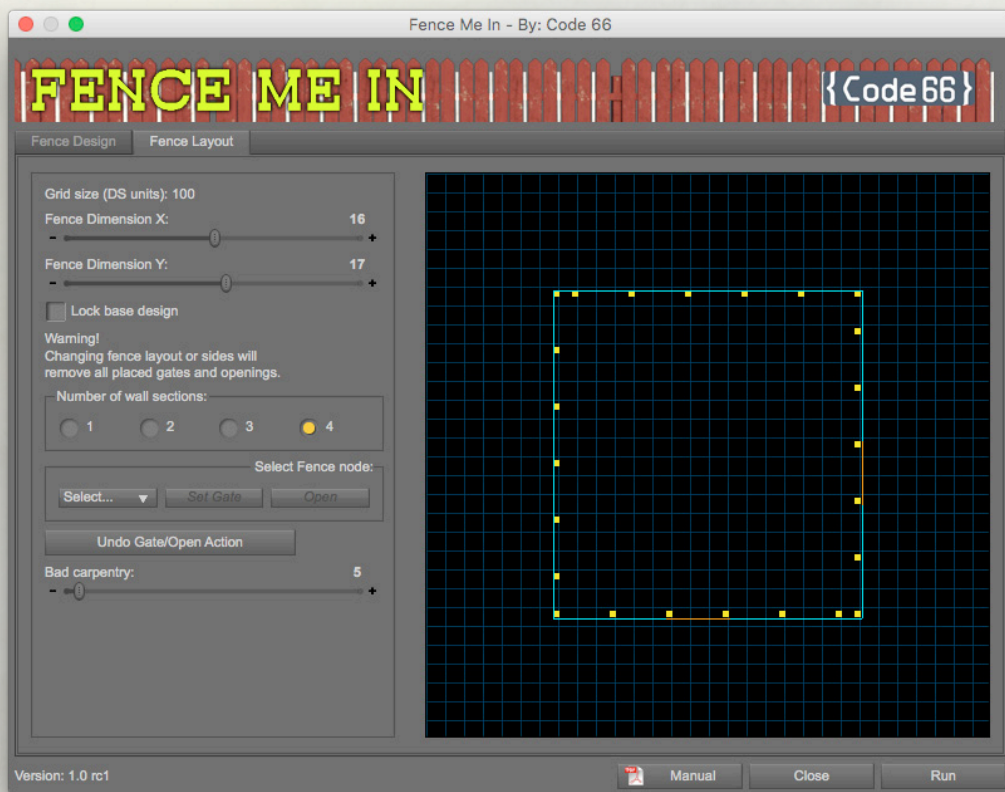
So, time to select the gate. We select this gate 3m gate, and them move on to setting materials for this fence.
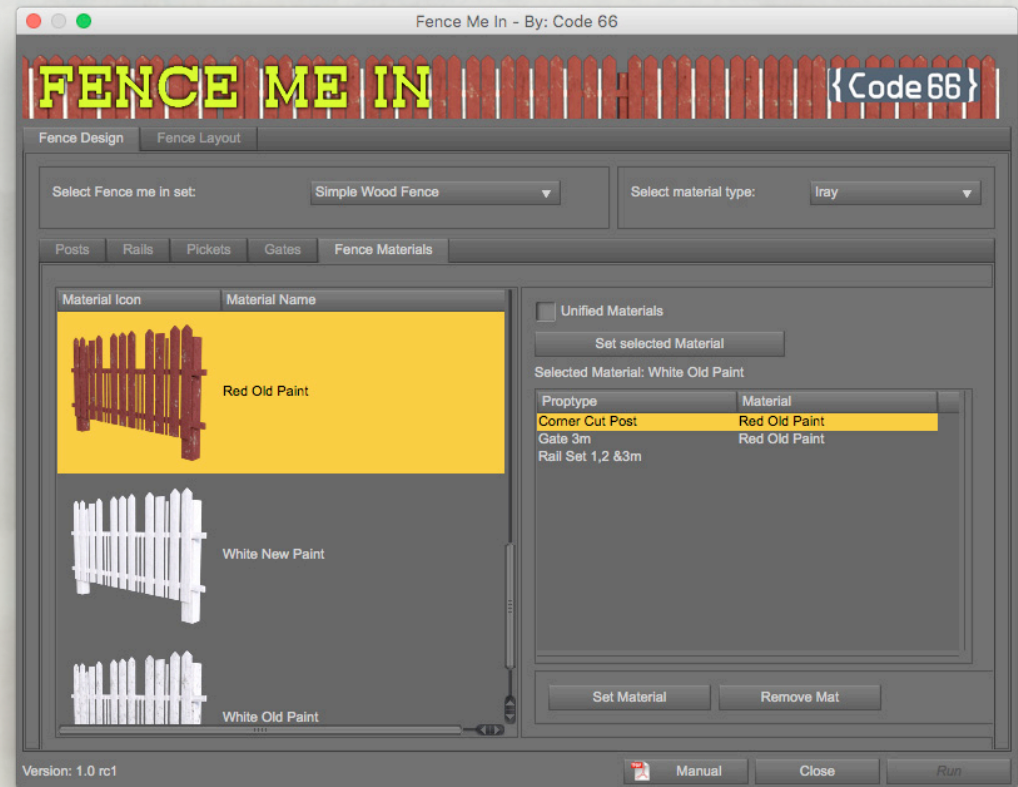
We select White Old Paint as the base material for the fence, then we un-check the Unified Materials checkox and set Red Old Paint as the material for the posts and the gate. This will hopefully get it a fence that looks like it has been standing there for a while in different weather conditions.
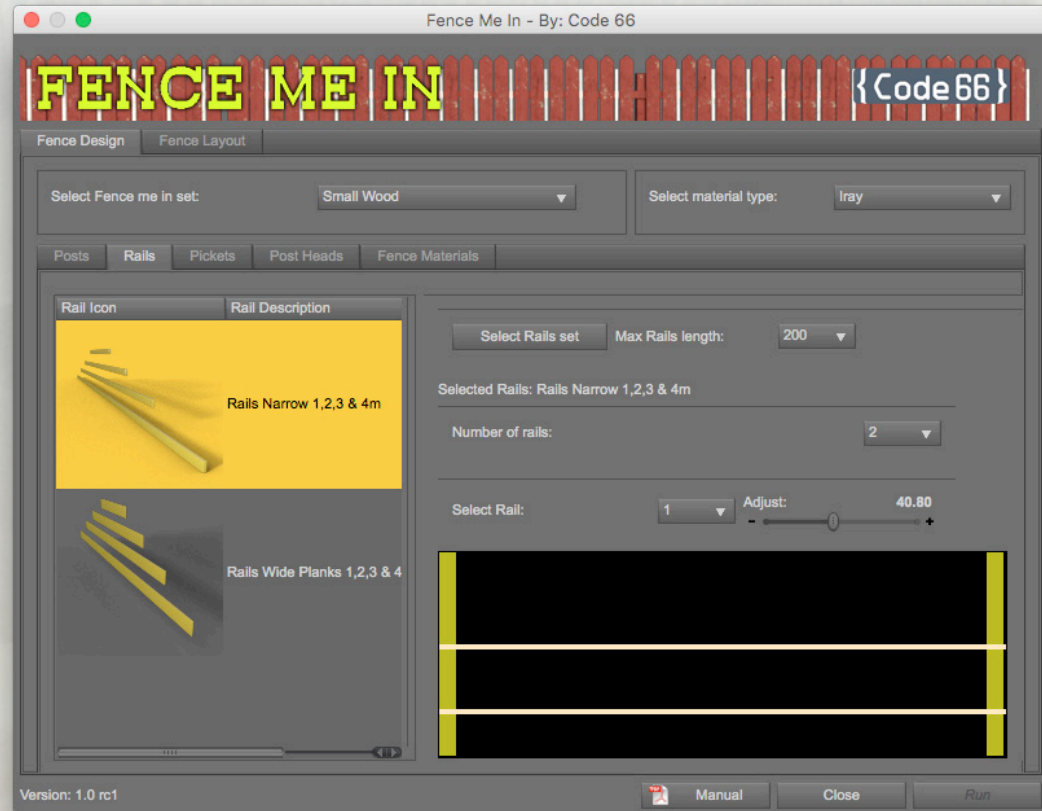
Now it's time to lay out the fence. I think we will make this a large square, a typical fenced area where horses are grazing or being ridden for exercises.

Fence Me In - By: Code 66

FENCE ME IN {Code 66}

Fence Design | Fence Layout

Grid size (DS units): 100

Fence Dimension X: 16

Fence Dimension Y: 17

☐ Lock base design

Warning!
Changing fence layout or sides will remove all placed gates and openings.

Number of wall sections:
○ 1 ○ 2 ○ 3 ● 4

Select Fence node:
Select... ▾ | Set Gate | Open

Undo Gate/Open Action

Bad carpentry: 5

Version: 1.0 rc1 | Manual | Close | Run

We make it a large square, and add two gates to it, at two different sides, you choice. And then we click the **Run**-button and hope for a great result.

Just add grass!

6
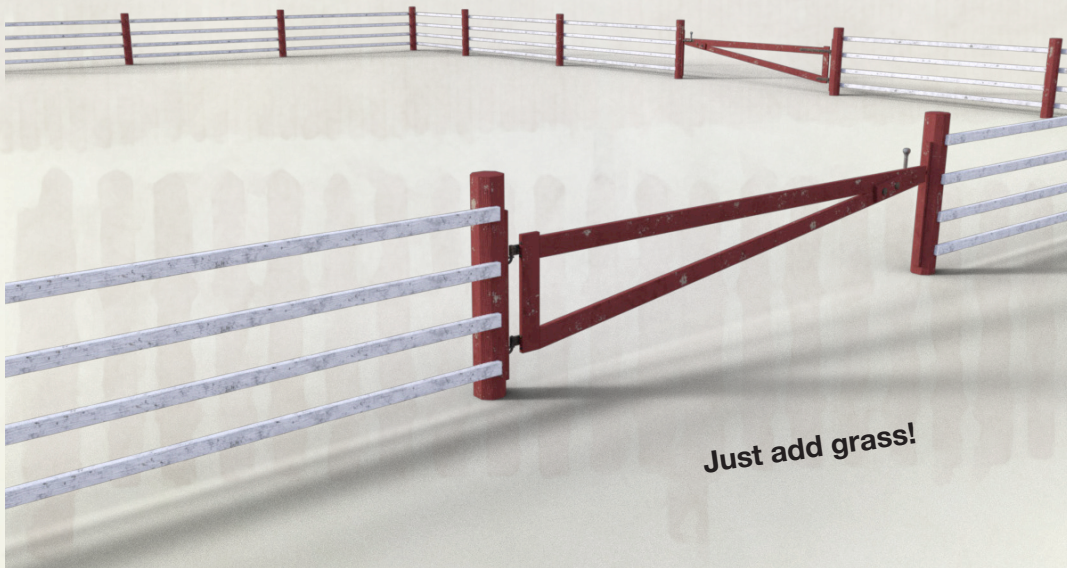
Now you have earned yourself a cookie for starting with me all this way. It's time to make a classic garden fence of a type that art least here in Sweden is very common, as I see them every day when I walk my dogs around the neighbourhood. We start off by selecting the set named Small Wood, and chose the default post, there is only one post in this set. Then we move over to Rails.

Fence Me In - By: Code 66

FENCE ME IN {Code 66}

Fence Design | Fence Layout

Select Fence me in set: Small Wood ▾ | Select material type: Iray ▾

Posts | Rails | Pickets | Post Heads | Fence Materials

| Rail Icon | Rail Description |

Rails Narrow 1,2,3 & 4m

Rails Wide Planks 1,2,3 & 4

Select Rails set | Max Rails length: 200 ▾

Selected Rails: Rails Narrow 1,2,3 & 4m

Number of rails: 2 ▾

Select Rail: 1 ▾ | Adjust: 40.80

Version: 1.0 rc1 | Manual | Close | Run

As you see, the rail have a different colour in the feedback image, that's because the are thin, and so thin they would end up invisible scaled to the current feedback image, so the script change their colour and default to a minimum visible height. This is an information to tell you that the actual placement of the rails might vary a few DS units up or down as there is no way to give a correct feedback image.

#	ID	Picket
0	🟩	Picket Roundtop 65cm

Add Picket | Remove Picket | Gap: 1.14

Bottom Margin: 5.04
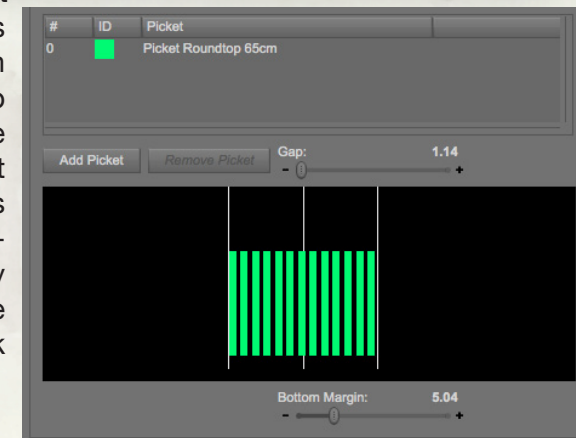
When we have placed the rails, we set the max rail length to 200, to have a shorter distance between the posts. This set allows up to 400 (4m) rails, which is good for something else, which I will show you later on.

Now we go to Pickets and select the round top picket, and place then somewhat tight. Now, finally something new, post heads. As this set has post heads, that tab is now visible. We select the Hat style post head from the list, you know the routine by know, I hope.
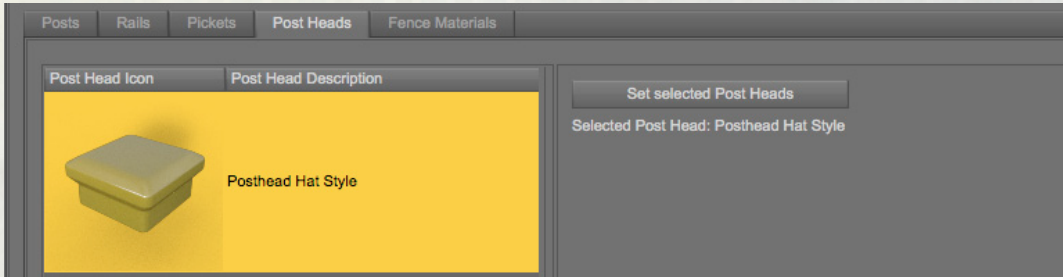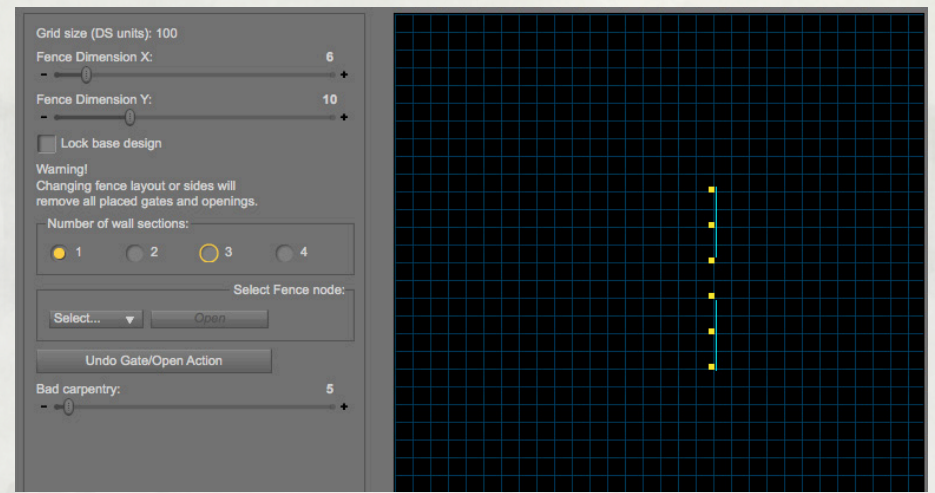

So, finally time to set materials on this fence, same procedure as every time.
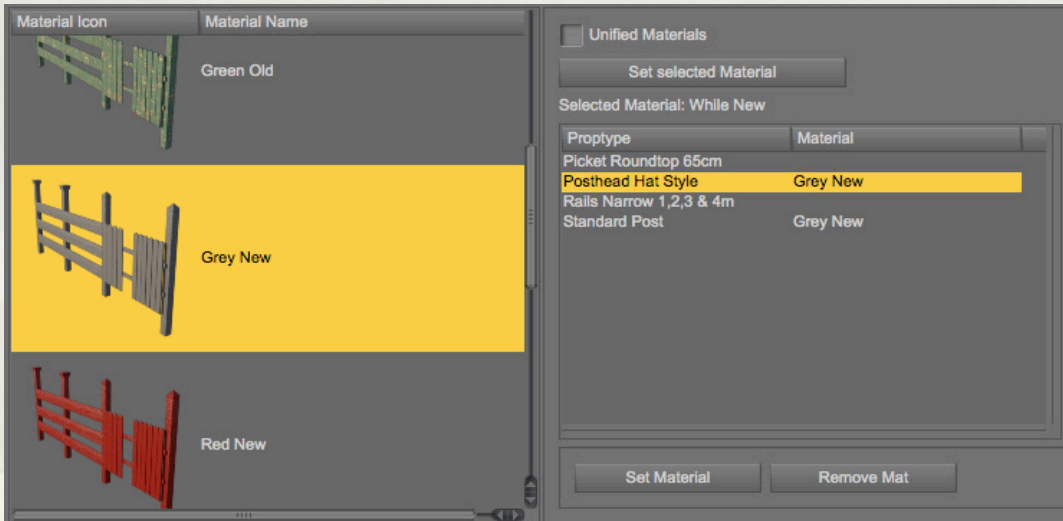

We set a new white paint as default material and then new grey paint on posts and post heads. This it to give it the look of someone really decided to make it look good.

Now, it's time to move to the Layout tab and set up a nice layout.

We set it to a one side, and then we select the middle section and set to open. We set a low bad carpentry, so it looks professional built. Hit Run and then render.


This really looks a modern fence!
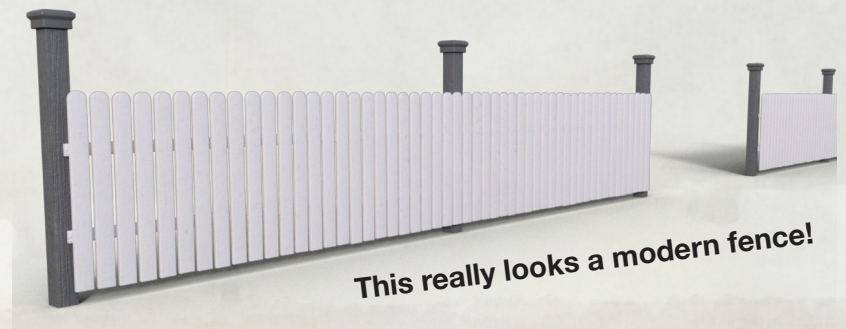
Now, let us create a fence similar to this one, but with the bad carpentry slider up to 60, and a larger picket gap, and see how that looks.

I would hire a different carpenter...
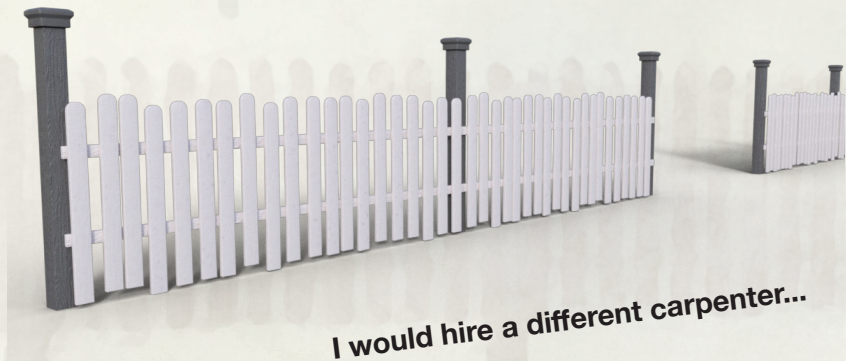
If you don't mind, and you're not in a hurry for your yoga class, I want to show you another way of using the **Small Wood** set. This time we will use the wide rails.
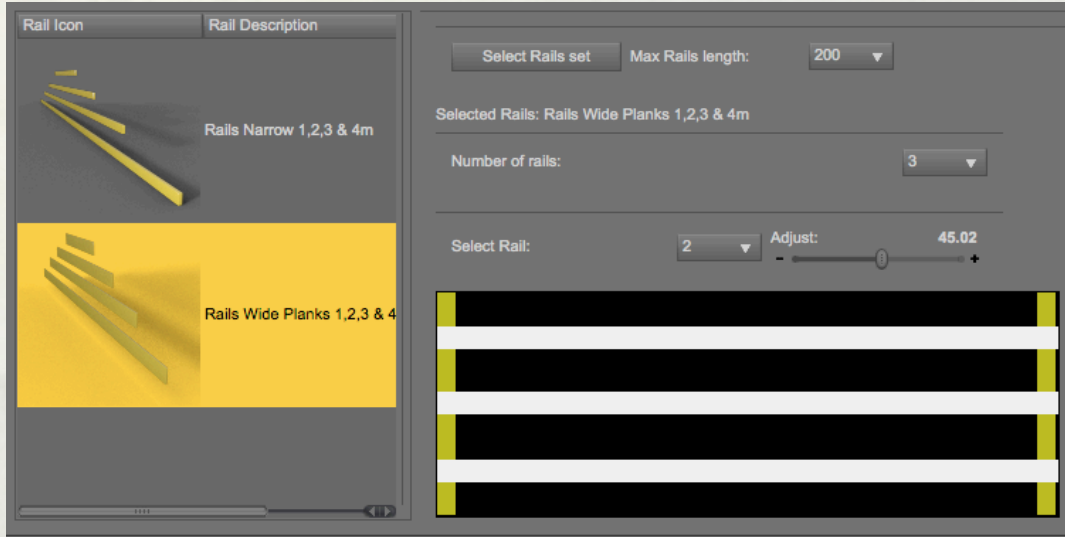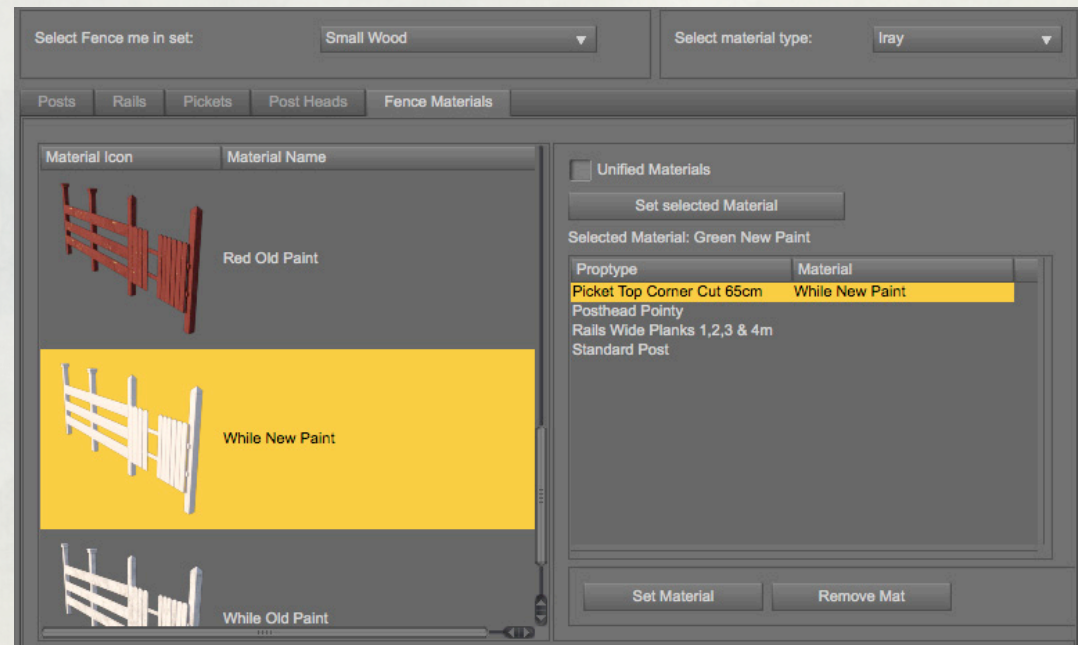

We set the number of rails to three and spread them evenly. We then go to the Picket tab.
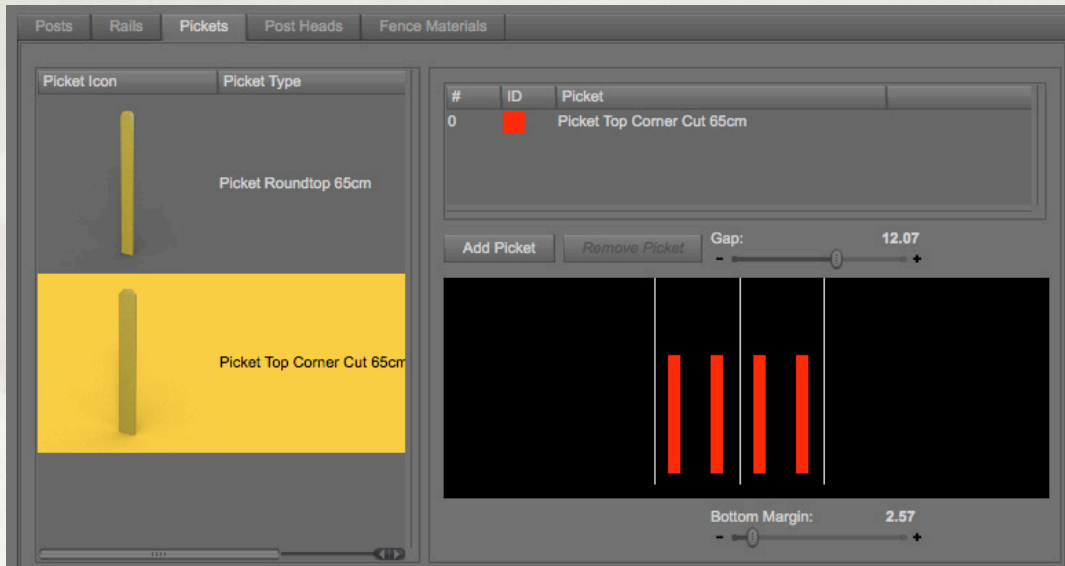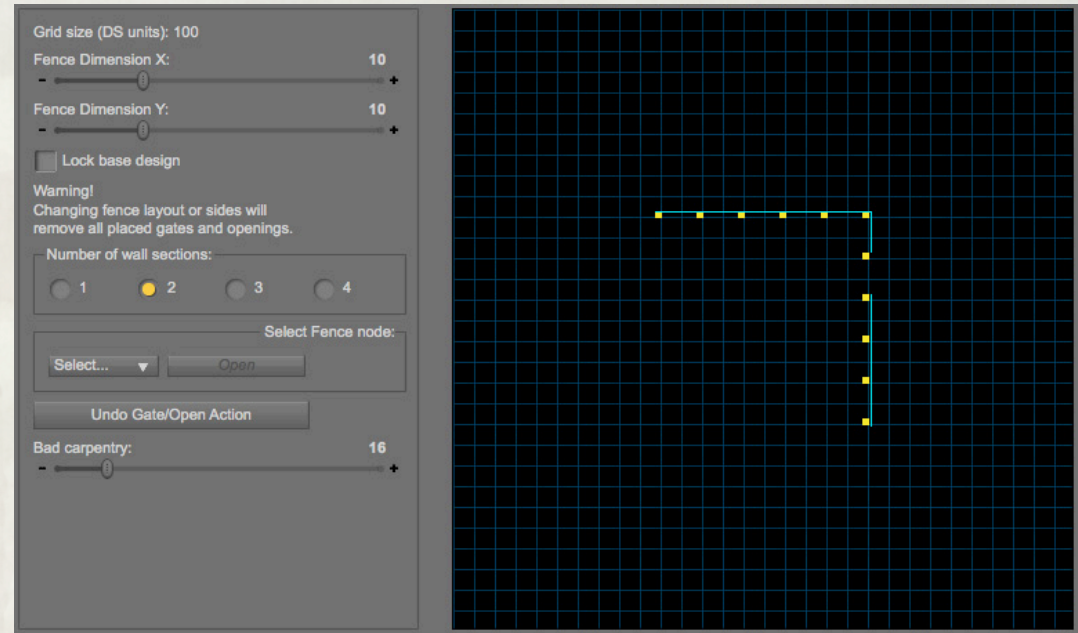

Here we use the Top Corner Cut picket with a sparse placement, about 12 in gap width. This is artistic freedom, do it as you like it yourself.

Now we will add another post head, a different one this time, and then it's time to start to set the materials.
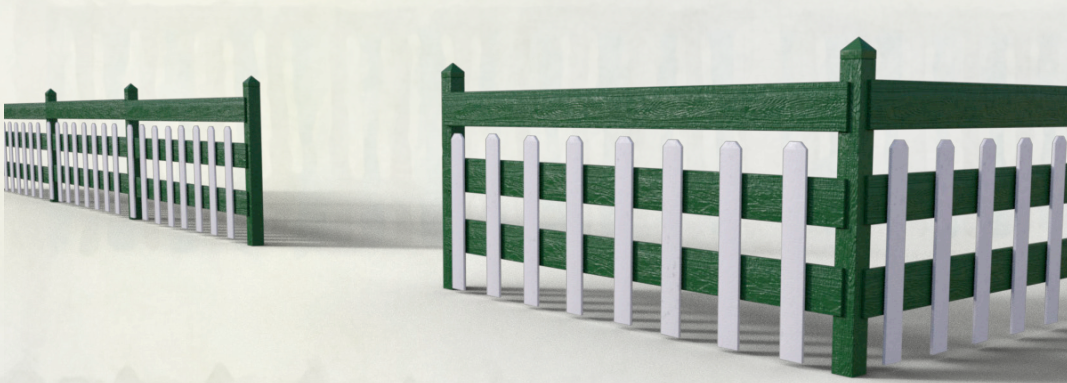

We make the fence with green new paint as base colour and then set white new paint for the pickets. Now ut's time for the layout.


We make a two sided design, and open up on section, this will be interesting, what will it look like? The next big thing i garden decoration or something straight out of the TV-show *You have bad taste!*

Not one of my favourite designs, but not horrible either, maybe call it *foreign*, as it's probably popular somewhere in the world. Now, take a ten minute leg stretcher while I prepare the next episode.

Welcome back, now, time to create a different high fence of the type found outside small medieval villages to protect it from wild animals. We choose the **Tall Wood** set start by picking posts and rails, no need to see that again, and move on to pickets. We pick one of each picket, the flat to, the thin and the pointy top.
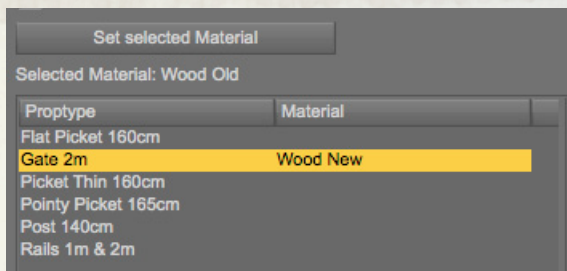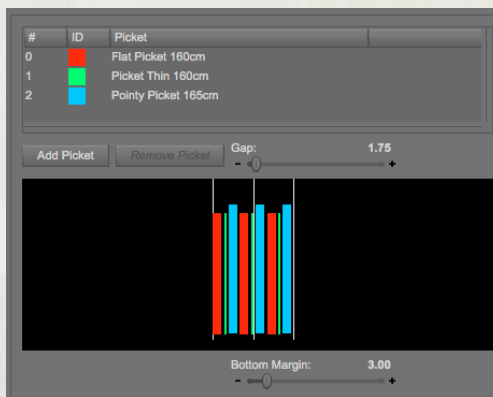
Next step is to set the materials, again. This set have a few different materials, like old and new wood, so we will use the old wood for the fence, and then the new wood for the gate. Why has the gate been replaced, what happened in the village, a whole story evolves from just one simple question.
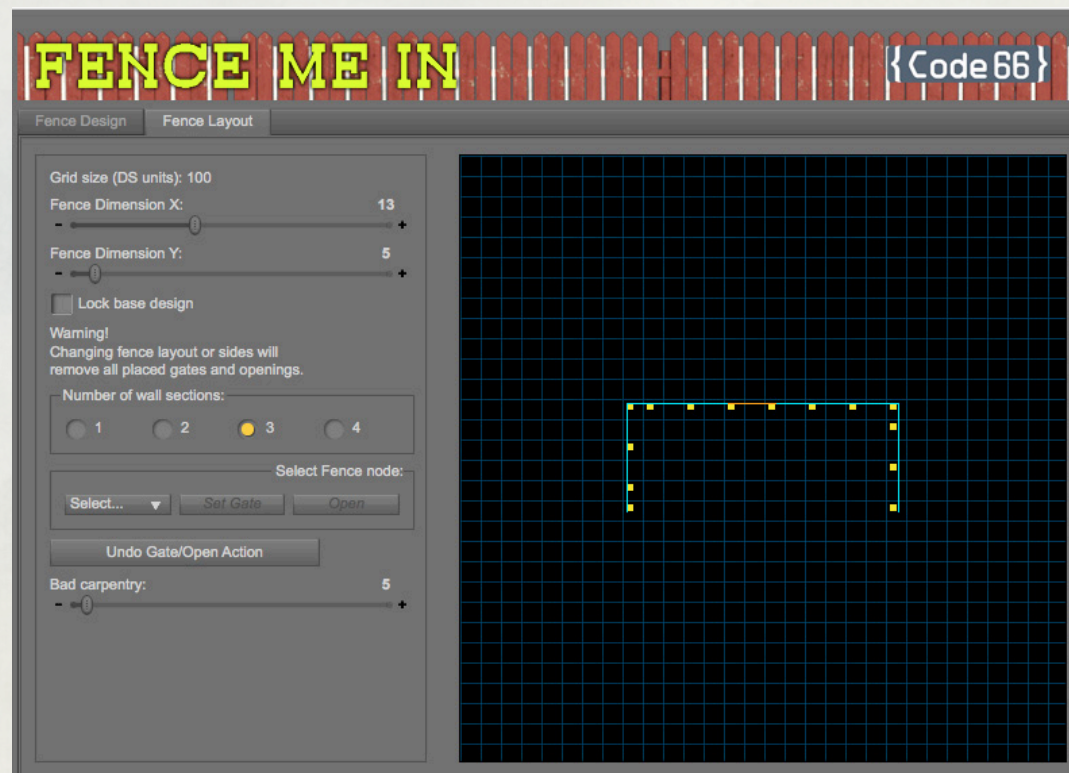
We setup a 3 side fence, and make it stretch a little more on X than Y, and add a gate on the north side of the fence, north as being up on the screen, Run and render.

So, we're done, and I hope you got the basics in how to work with Fence Me In. If you have questions, look me up in the DAZ Forums, I go by the name of Totte.